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NETWORKED GAMING DEVICES USING BONUS TOKEN TO EFFECTUATE BONUS AWARDS

ABSTRACT OF THE DISCLOSURE

A plurality of gaming machines, such as slot machines or the like, are networked together in communication with a bonus server. The bonus server identifies each machine on the network and transmits a bonus token across the network to a machine control interface within a selected one of the machines. The bonus token is preferably a message packet containing the unique address of the gaming machine selected as well as various parameters which govern aspects of a bonus session initiated at the machine. Receipt of the bonus token signal at the machine causes additional lighting and sound effects beyond that enabled by the normal operation of the game. The bonus token also enables additional bonuses within the game that are awarded to a player of the selected machine. At the end of a bonus period, the bonus token is returned to the bonus server, processed to introduce new parameters, and then transmitted to a second one of the plurality of gaming machines at the proper time. The bonus token is passed in this way, periodically, from machine to machine to enhance the gaming experience of the lucky player of the selected gaming machine.

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